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HOUSE BILL 850

46TH LEGISLATURE - STATE OF NEW MEXICO - FIRST SESSION, 2003

INTRODUCED BY

Roman M. Maes III

AN ACT

RELATING TO THE GAMING TAX; DISTRIBUTING A PORTION OF GAMING  
TAX REVENUES TO GAMING-AFFECTED MUNICIPALITIES.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF NEW MEXICO:

Section 1. A new section of the Tax Administration Act is  
enacted to read:

"NEW MATERIAL DISTRIBUTION-- GAMING TAX TO AFFECTED  
MUNICIPALITIES. --

A. A distribution pursuant to Section 7-1-6.1 NMSA  
1978 shall be made to gaming-affected municipalities in a total  
aggregate amount equal to twenty-four and one-half percent of  
the net receipts, exclusive of penalties and interest,  
attributable to the gaming tax. The amount of the total  
distribution distributed to each gaming-affected municipality  
shall be in the same proportion as that municipality's

underscored material = new  
[bracketed material] = delete

1 population is to the total population of all gaming-affected  
2 municipalities.

3 B. As used in this section:

4 (1) "gaming-affected municipality" means a  
5 municipality within whose boundaries or within ten miles of  
6 whose boundaries is located a licensed gaming operator or a  
7 gaming establishment within the jurisdiction of an Indian  
8 nation, tribe or pueblo; and

9 (2) "municipality's population" means the  
10 population of the municipality as shown in the most recent  
11 federal decennial census."

12 Section 2. EFFECTIVE DATE. --The effective date of the  
13 provisions of this act is July 1, 2003.